1.1 ROM Installation

Please refer to the instructions for your ROM board for installation. RODOS may be installed in any socket with higher priority than CPM (if present), i.e. 1,2,3,4,5 or 6.
Note :
1) Holding down the D key while the ROMS are initialised will stop RODOS from initialising - if for any reason it needs to be disabled.
2) Holding down the R key while the ROM is initialised will reset all internal settings which are normally preserved through a reset.
3) Holding down the SPACE barwill stop auto-boot

1.2 Using RODOS and RECS

RODOS and RECS bar commands :

A	ACCESS	ALIAS	ASKRAM	B	BGET
BPUT	C	CAT	CD	CLI	CLS
COPY	DIR	DISC	DISC.IN	DISC.OUT	DISK
DISK.IN	DISK.OUT	DO	DRIVE	DUMP	EB
ERA	ERADIR	EXEC	FORMAT	FS	HELP
INFO	LIST	LOAD	LS	MD	MKDIR
MOTOR.OFF	MOTOR.ON	OPT	PEEK	POKE	POINT
PRINT	PRBUFF	RANDOM	READSECT	REN	RM
RMDIR	ROMS	SAVE	SPOOL	TDUMP	TITLE
USER	WRITESECT	ZAP			

All RODOS and RECS commands are accessed by placing a bar '¦' in front of the command, eg. ¦DIR

Numbers 0-9 can be placed between the bar and the command (no spaces). This number is the ROM number (found using the ¦HELP command) to which you want the command to go. This allows you to send commands to ROMs which would normally be intercepted by ROMs with higher priorities.

Example: You have a Utility ROM in socket 6 and RODOS in socket 5. The Utility ROM has a command ¦PRINT which you wish to use, but RODOS has also got a ¦PRINT command and has a higher priority (lower socket No.) and therefore the RODOS ¦PRINT will always be chosen. If the command ¦6PRINT is given, then the Utility ROMs ¦PRINT will be selected (it is ROM number 6). Further modifications of ROM priorities are possible with RECS by using alias.

Example : ¦ALIAS,"HELP","5HELP"
This sets ¦HELP to do ¦HELP on ROM 5, regardless of any other ROM priorities.

2. RODOS

RODOS is fully compatible with Amsdos. Normal BASIC command words such as LOAD, SAVE, OPENIN etc. use RODOS. RODOS will work with Amsdos formatted disks as per normal use (RODOS is transparent to the Amsdos disk user), although many of the features of RODOS, such as directories, will not be available while using Amsdos formatted disks. Disks formatted under RODOS open up a whole range of features normally found on only larger, more expensive machines. Plus the added bonus of faster access and more efficient use of disk space.

2.1 Directories

A directory is a group of files on a disk. Under Amsdos a disk may be split into 'user' sections, which are separate directories. These are somewhat awkward to use and impossible to structure in any way.
RODOS gives a fully structured hierarchical directory with directories and their sub-directories. Each directory has a name, in much the same way as a file. The main directory is called the root directory and has a special name '/'. This corresponds to the one and only directory you have when you do a |DIR on an Amsdos disk. In RODOS, you may create further directories (sub-directories) in the main directories.

Consider a disk of BASIC games. There are many types of game on the disk and they are mixed together in storage order when doing a |DIR.

```
SPELL     RW    CYCLE     RW    OXO        RW    MAZE       RW
KILLER    RW    SUNDOG    RW    WHODUNIT   RW    COLOSSAL   RW
FIGHTER   RW    PAWN      RW
```

It is unclear which games are adventures, strategy or arcade style. With RODOS command MKDIR you can create three sub-directories: arcade, adventure, and strategy and place the games in the appropriate ones.
Doing a |DIR (under RODOS) you get

```
adventure    Dir        strategy    Dir        arcade       Dir
```

You can now use the |DIR command in a new way, to look at the contents of these sub-directories.

```
|DIR,"/strategy/"
```

Gives us:

```
OXO      RW          MAZE      RW          SPELL    RW
```

You can also load files by prefixing their names with the directory path (a path leads through all sub-directories to the file).

```
LOAD "/strategy/oxo"
```

If you intend spending a lot of time looking at files in a directory we can 'move into' the directory, making it your current directory:

```
|CD,"/strategy"
```

(or |CD,"strategy" if default directory is already root).
Files can now be loaded or saved in this directory without needing a path prefix.
To move back to the root directory you can use one of two methods:

```
|CD,"/"   will set the current directory to root.
|CD,".."  will set the current directory to the one above this one
(you are assumed to go 'down' when entering a directory).
```

2.2 RODOS commands

The command descriptions are split up as follows:

NAME	- name of command
SYNOPSIS	- command usage with parameters
DESCRIPTION	- what it does
See Also	- other related commands

The following terminology is used in the command descriptions:

FILENAME	- These are names up to 16 characters long. If a full stop is used the name is split into 12 characters, '.' and a 4 character extension.
PATH	- A prefix of sub-directories, showing the path to the required file or directory.
DIRECTORY	- A directory name has the same format as a file name.
WILDCARD	- A wildcard filename will match the FIRST matching entry only (unless otherwise specified). All filenames may include wildcards unless otherwise stated.

When parameters are given in quotes, CPC 464 owners must place the quoted string in a string variable and pass the string variable instead (unless using the CLI).

****

DRIVE A B C

NAME
DRIVE - select current default drive
A - select drive A
B - select drive B
C - select drive C

SYNOPSIS
|DRIVE,"drive_letter"
|DRIVE,"drive_letter",drive_number
|A
|B
|C

DESCRIPTION

With a drive letter (in quotes - upper or lower case) sets the given drive as the default drive.

Eg. |DRIVE,"B" sets the default drive to drive B.

With an additional drive number, this command sets a 'logical' drive letter to a 'physical' drive. i.e. the drive given by the drive number will be accessed by the drive letter given.

Eg. |DRIVE,"B",0 sets "B" to refer to the physical drive 0 (the built-in drive of a 6128 or 664).

Commands |A |B |C are shorthand versions of |DRIVE,"drive_letter"; they set a current default drive (|A sets default drive to A etc.)

See Also: |DIR

ACCESS

NAME ACCESS - Set file protection.

SYNOPSIS |ACCESS,"filename",mode_number

DESCRIPTION (RODOS discs)

Changes read and write modes on the given files to mode_number where mode number is a combination of:

1 - Read Permission
2 - Write Permission
4 - Execute only
8 - Read Permission (other users)
16 - Write Permission (other users)
32 - Execute only (other users)

Note: With 4 and 32, Read Permission should also be given (1 or 8). Read/Write permissions are shown as "R" & "W" during a DIR or CAT. Execute protect is shown as "X". This allows a program to be loaded or ran, but not listed or dumped. If this is set on a basic program saved with ",P" on the end, it allows it to be run only. Also note that you must be the owning user in order to change access on a file.

ACCESS,"myfile.bas",27 gives read & write permission to all users.
ACCESS,"myfile*",45 gives all files starting by "myfile" Execute only.

DESCRIPTION (AMSDOS discs)

Changes Read/Only and SYStem status of files.
The mode number is one of:

0 - Normal file
1 - SYS (System file, not shown in the directory)
2 - R/O (Read Only, file cannot be erased)
3 - SYS and R/O

See Also: |DIR

****

BGET BPUT

NAME BGET - Get a byte from drive_letter open file.
BPUT - Put a byte to the drive_letter open file.

SYNOPSIS |BGET,@integer_variable
|BPUT,character_number

DESCRIPTION

BGET One byte is fetched from the file and placed in the given integer variable.
Eg. |BGET,@a% The variable used must be an integer.

BPUT Writes the given character to the open file.
Eg. |BPUT,asc("B") will put a "B" into the file.

See Also: |POINT, |RANDOM

CAT

NAME CAT - Catalogue disc

SYNOPSIS ¦CAT
¦CAT,"filesystem"

DESCRIPTION
Displays the files on a disk as the immediate BASIC command CAT.

¦CAT with a file system name will perform CAT on that system
Eg. ¦CAT,"TAPE" will do a CAT of a tape.

See Also: ¦DIR

****

CD

NAME CD - Change Directory.

SYNOPSIS ¦CD,directory_name

DESCRIPTION
Sets the current working directory to the given directory. The name may contain a list of sub-directories separated by a slash (known as a path). The last entry must be a directory, not a file.
Eg. ¦CD,"/games/space" sets the current directory to sub-directory space which is in games which is in the root directory '/'.

Directory names may also be given in 'relative terms'. i.e. in relation to the current directory.
Eg. ¦CD,"letters" sets the current directory to letters which is in the current directory. It is therefore possible to step down easily through the branches of the sub-directories.

A special directory name '..' means the 'parent' directory (the directory above this one).
Eg. ¦CD,".." will set the current directory to the one above (you cannot go above / (root)).
¦CD,"../stuff" translates to: 'move up 1, then go into stuff'
All references to files will assume the file is in the current directory unless a directory path is specified in the filename.

If no directory_name is given, RODOS will change to a default directory which is the directory and drive last changed to with
¦Drive or ¦A
Example:
¦CD
¦CD,"0:/tmp"

See Also: ¦MKDIR, ¦DIR

COPY

NAME COPY - Copy a file

SYNOPSIS !COPY,"newfile","oldfile"

DESCRIPTION

This command reads one file and writes it to another.

Eg. !COPY,"-TAPE-DOCUMENT.BAK","B:PAGES" will copy the file "PAGES" from drive B to tape under the name of DOCUMENT.BAK.

If a wildcard is used in the name, all the names on the disc matching the filename with wildcards are copied, and the file name is added to the beginning of the new name. This allows across drive copying.

Eg. !COPY,"B:","*.DOC" or !COPY,"-TAPE-","*"

Note: when copying lots of files, it is recommended to use !OPT,1,255 first.

See Also: !DIR, !ACCESS

****

DIR

NAME DIR - Show Directory.

SYNOPSIS !DIR
!DIR,filename
!DIR,directory/ [directory/][filename]

DESCRIPTION

On its own, !DIR will list the files (and sub-directories) of the current directory.

With the optional filename, it lists all the files matching the specified name. The filename may include a directory path (see CD).
Eg. !DIR,"letters/jimmy.doc" lists the file 'jimmy.doc' in the sub-directory 'letters', if it exists.

With a directory name, it lists the files (and sub-directories) in that directory. The last directory name must end with character '/' to show it is a directory and not a file name.
Eg. !DIR,"/games/adventures/" lists files in the sub-directory 'adventures', which is found in the sub-directory 'games'.

See Also: !CD, !CAT, !DRIVE

DISK

NAME DISK - Select disk filing system for input and output (as opposed to tape etc.)
DISK.IN - Select disk filing system for input (output unchanged - eg. tape for input, disk for output.)
DISK.OUT - Select disk filing system for input and output.
DISC - As for DISK
DISC.IN - As for DISK.IN
DISC.OUT - As for DISK.OUT

SYNOPSIS ¦DISK
¦DISK.IN
¦DISK.OUT

DESCRIPTION
¦DISK selects disk as the current filing system for input & output.
¦DISK.IN selects disk as the filing system for input. The former filing system remains in use for output.

Eg. ¦TAPE
¦DISK.IN

sets filing system to tape, then resets input for disk allowing input from disk and output to tape.
¦DISK.OUT selects disk as the filing system for output. The former filing system remains in use for input.

Eg. ¦TAPE
¦DISK.OUT

sets the filing system to tape, then resets output for disk, allowing input from tape and output to disk.

****

DUMP

NAME DUMP - Hex dump a file.

SYNOPSIS ¦DUMP,"filename"

DESCRIPTION
Dumps a hexadecimal listing of the given file to the screen. For printer output use the ¦PRINT command (see RECS section).

****

EB

NAME EB - Erase Backups.

SYNOPSIS ¦EB

DESCRIPTION
All files in the current directory with the extension .BAK are deleted. Equivalent to: ¦ERA,"*.BAK"

See Also: ¦ERA, ¦CD

ERA, RM

NAME ERA - Erase a file (or files if wildcard used in name).
RM - As for ERA

SYNOPSIS !ERA,"filename"

DESCRIPTION
The given file is deleted (will not delete directories, though).
The filename may include directory information.
Eg. !ERA,"games/game.duf" deletes the file 'game.duf' in the directory games.

See Also: !ERADIR, !DIR, !CD

****

ERADIR, RMDIR

NAME ERADIR - Erase Directory
RMDIR - As for ERADIR

SYNOPSIS !ERADIR,"directory"

DESCRIPTION
The given directory is deleted provided it is empty.
See Also: !ERA, !CD, !DIR, !MKDIR

****

EXEC

NAME EXEC - Execute a batch command file.

SYNOPSIS !EXEC,"filename"

DESCRIPTION
This loads and executes an ASCII file as a series of bar commands. Any line in the file starting with a bar character is passed to CLI (see !CLI). Lines without a bar at the start are sent to the screen. Here is a simple example of a startup command file:

```
!CLS
Herman the computer greets you.
!PRBUFF
!ALIAS,H,HELP
Setting up Silicon Disc
!FORMAT,2,8
!DRIVE,"A",8
!A
Working in Silicon disc (drive A).
Set-up Done!
```

See Also: !CLI

Note : Very useful if !ALIAS is used to ALIAS a bar command to !EXEC a particular file. Eg.: !ALIAS,"S","EXEC startup-file" .

FORMAT

NAME FORMAT - Format a disk

SYNOPSIS
```
¦FORMAT,type
¦FORMAT,type,drive_number
¦FORMAT,type,drive_number,tracks
¦FORMAT,type,drive_number,tracks,sides
```

DESCRIPTION

Formats a disk in one of the standard formats given by type:

0 - IBM (Amstrad version) 2 - RODOS
1 - CPM (Amstrad version) 3 - DATA (Amstrad version)

The optional drive number is the physical drive to format (see Appendix for drive numbers). Otherwise the default drive is assumed.

'tracks' refers to the number of tracks on the disk (1-80).
'sides' refers to the number of sides on the disk (1-2).

When formatting the silicon disc, the default number of tracks takes ALL of the unused banks of memory. If less memory is required then the number of tracks can be calculated: each track consists of 10 sectors of 512 bytes each, i.e. each track requires 5K.

NOTE: Printer buffer must be set before formatting the silicon disc.

****

FS

NAME FS - Filing System.

SYNOPSIS ¦FS

DESCRIPTION

Adds the option of using a filing system specified in front of a file name while still in a different filing system (eg. Tape).

Eg.
```
¦TAPE
¦FS
LOAD "-disc-game"
```

will load game from disc while remaining in the tape filing system.

Note: This is automatically done by the commands ¦DISC or ¦DISK.

See Also: ¦DISC, ¦DISK

****

LIST

NAME LIST - List a text file.

SYNOPSIS ¦LIST,"filename"

DESCRIPTION

This lists the given file name to the screen. Printer output can be achieved via the ¦PRINT command (see RECS section).

See Also: ¦INFO, ¦DUMP

INFO

NAME INFO - File information.

SYNOPSIS !INFO,"filename"
!INFO,"filename",@t%,@S%,&L%,x%

DESCRIPTION
Gives information on files in the form:
name type load_address + size x execute_address
Where:
name = filename
type = one of the following special characters:
$ - unprotected BASIC file.
% - protected BASIC file.
* - ASCII file.
& - Binary file
load_address = load address in hex
+ size = size (in bytes)
x execute_address = execute address (in hex)
If no filename is specified, all files will be used. If followed by four variable addresses, it will info on the file in these variables.

See Also: !DIR, !CAT, !DUMP, !LIST

****

LOAD

NAME LOAD - Load a file.

SYNOPSIS !LOAD,"filename"
!LOAD,"filename",bank
!LOAD,"filename",start,length

DESCRIPTION
Given just a file name the file loads at its normal load address. With a bank, the file name is loaded, starting at the base of the given bank.
With a start and length, the file is loaded, starting at the address given by 'start'.

See Also: !SAVE

****

LS

NAME LS - List files

SYNOPSIS !LS

DESCRIPTION
Unix style version of DIR. No file or directory may be specified. Works with RODOS format disks only.
See Also: !DIR, !CAT

MKDIR MD

NAME MKDIR - Make directory.
MD - as MKDIR

SYNOPSIS !MKDIR,"directory"
!MD,"directory"

DESCRIPTION
Creates a sub-directory with the given name.
Eg. !MKDIR,"project" creates the sub-directory 'project' in the current directory.

The name may include the path name.
Eg. !MKDIR,"project/old" will create a sub-directory 'old' in the sub-directory 'project' which is in the current directory.

!MD is a short version of !MKDIR.
NOTE: Both MKDIR and MD will only work on disks formatted under RODOS.

See Also: !CD, !ERADIR

****

MOTOR CONTROL

NAME MOTOR.ON - Turn tape motor on.
MOTOR. OFF - Turn tape motor off.

SYNOPSIS !MOTOR.ON
!MOTOR.OFF

DESCRIPTION
Controls the tape motor.

****

READSECT

NAME READSECT - Read a physical sector.

SYNOPSIS !READSECT,address,drive_number,track,sector

DESCRIPTION
This is a powerful command and not for casual use. It allows the direct reading of a physical sector on a disk into memory. It enables you to read disks formatted under other operating systems such as MSDOS. Use cautiously!

address = memory location of 512 byte buffer to hold the sector
drive_number = physical drive number (appendix A)
track = physical track (0-160)
sector = physical sector number (+256 for the other side)

See Also: !WRITESECT, !OPT

OPT

NAME OPT - Sets options.

SYNOPSIS !OPT,option_number,value

DESCRIPTION

This powerful command allows you to re-set several RODOS defaults:

```
1,n - loading messages. (on/off)
2,n - case sensitivity on file names. (on/off)
3,n - cassette loading messages. (on/off)
4,n - overwrite file. n=0, 1 or 2.
      0 - ask   1 - erase (overwrite)   2 - create backup
5,n - disk read error retry count. (default=16)
6,n - disk error messages. (on/off)
7,nn- motor on time in 1/50 sec. (default=1 sec)
8,nn- motor off time in 1/50 sec. (default=7 sec)
9,n - drive tracking speed in ms. (default=12)
10,n - head load delay in ms. (default=1)
11,n - head unload delay in ms. (default=1)
12,n - extra external disk drives port number
13,n - enables 40 track disk to be read on 80 track drive
       in double step (on/off)
14,n - head settle time in ms (default 15)
```

Values:

n = single byte value nn = double byte value

on = 255 off = 0

****

REN

NAME REN - Rename a file (or group of files).

SYNOPSIS !REN,new_filename,old_filename

DESCRIPTION

Renames a file. Directory paths can be used on the old_filename. Wildcard filenames will match ALL occurrences in the current directory.

Eg. !REN,"*.BAK","*.BIN" will rename ALL occurrences of files ending with .BIN and change them to .BAK.

See Also: !DIR, !ERA

****

TITLE

NAME TITLE

SYNOPSIS !TITLE,"name"

DESCRIPTION

This sets a disk title (disk label) on the disk (RODOS format only). The name can be up to 16 characters and include control characters.

Eg. !TITLE,"Games Disk" or !TITLE,chr$(12)+"Fancy Dir"

See Also: !FORMAT

SAVE

NAME SAVE - Save a block of memory.

SYNOPSIS |SAVE,filename,start,length
|SAVE,filename,bank

DESCRIPTION
The first alternative saves a variable size block of memory to disk.
filename = name of file to save.
start = start address.
length = number of bytes to save
The second form specifies a bank number (16K memory block) to save and is useful on a 6128 or on an expanded 464 or 664.
Valid bank numbers are:

0 - first 64K bank (4000-7FFF)	3 - second 64K bank 3
1 - second 64K bank 1.	4 - second 64K bank 4
2 - second 64K bank 2.	5+ - further RAM expansions

See Also: |LOAD

****

USER

NAME USER - Sets user number.

SYNOPSIS |USER,number
|USER

DESCRIPTION
As CPM USER command (see Amsdos Manual - CPM)

Note: RODOS supports user numbers 0-255.

****

WRITESECT

NAME WRITESECT - Write a physical sector.

SYNOPSIS |WRITESECT,address,drive_number,track,sector

DESCRIPTION
This powerful command allows direct writing to physical sectors on a disk. As with Readsect, other format disks can be written to.
address = memory location of a 512 byte buffer containing the data to be written.
drive_number = physical drive number (appendix A)
track = physical track (1-160)
sector = physical sector number (+256 for the other side)
WARNING: This command can destroy file information and directories and as a result make normal use of the disk impossible. Use with care!

See Also: |READSECT, |OPT

3. RECS

Whether you use RODOS or not (and you should!) you have at your disposal a set of powerful commands in the ROM Extended Command System (RECS for short). These varied commands extend the operating system to provide flexible control over the printer, screen, RAM and ROMs. These commands include printer buffer, ROM command aliasing, ROM priority shuffling, individual command priority changes, text screen dumps, redirection of screen output to printer or file or both!
No longer will 464 owners have to struggle with assigning string variables for ROM commands. SHIFT & FUNCTION-ENTER puts you straight into the superb Command Line Interpreter. For example on the 464, renaming a file can be a tiresome prospect:

```
n$="newfile"
o$="oldfile"
|REN,@n$,@o$
```

But in the CLI....

```
SHIFT & FUNCTION-ENTER (1 press)
REN newfile oldfile
```

Ever had this problem:

```
10 input a$
20 IF a$="CAT" THEN CAT
30 IF a$="TAPE" THEN |TAPE
40 IF a$="DISC" THEN |DISC
50 IF a$="A" THEN |DRIVE,"A"
60 etc.
9999 GOTO 10
```

Why not use the |DO command of RECS:

```
10 input a$
20 |DO,a$
```

(Plus the RECS version can take parameters!)

With RECS you can make more of your machine!

3.1 RECS Commands

The same conventions are used as for RODOS:

NAME	- name of command
SYNOPSIS	- command usage with parameters
DESCRIPTION	- what it does
See Also	- other related commands
FILENAME	- These are names up to 16 characters long. If a full stop is used the name is split into 12 characters, '.' and a 4 character extension.
PAT	- A prefix of sub-directories, showing the path to the required file or directory.
DIRECTORY	- A directory name has the same format as a file name.
WILDCARD	- A wildcard filename will match the FIRST matching entry only (unless otherwise specified). All filenames may include wildcards unless otherwise stated.

Also: Holding SHIFT and pressing CAPS LOCK will do a SHIFT LOCK
Holding SHIFT and CONTROL will pause any screen output.

ALIAS

NAME ALIAS - Define new command name as old
(with optional parameters)

SYNOPSIS |ALIAS,new_command_name,old_command_name
|ALIAS

DESCRIPTION

The new_command_name will be translated to the old_command_name before it is processed. This allows "customisation" of ANY bar commands to be anything you want.

Eg. |ALIAS,"H","HELP 7"
|ALIAS,"DEL","ERA TEMP"
lets you use |H instead of |HELP,7 and |DEL instead of |ERA,"TEMP"

Without parameters, the command will display all the new command names together with their actual names.

NOTE: The new command name must not be identical to the old command name; you must not alias a command to be itself.
If you wish to do this, use the ROM_number prefix:
i.e. |ALIAS,"DIR","7DIR *.BAS"
Parameters may be referred to as @1 to @9

****

ASKRAM

NAME ASKRAM - Amount of available RAM.

SYNOPSIS |ASKRAM,@integer_variable
|ASKRAM,number,@integer_variable

DESCRIPTION

Sets the integer variable to the number of available Kbytes.

```
Eg.  10 a%=0
     20 |ASKRAM,@a%
     30 PRINT "there is ";a%;"k available"
```

Alternatively, If ASKRAM is followed by number 1, the variable is set to the number of 16K banks.

See Also: |PRBUFF, |FORMAT

****

CLS

NAME CLS - Clear Screen

SYNOPSIS |CLS

DESCRIPTION

Clears screen, sets to mode 2 with white text on black.

CLI, DO

NAME CLI - Command Line Interpreter.

SYNOPSIS
```
¦CLI
¦CLI,"command_string"
¦DO - as ¦CLI
```

DESCRIPTION

Without the string parameter, a bar prompt will be given. Bar commands can be entered (without being preceded by bar) and will be executed. Entering a blank line will exit the CLI. While in the CLI, parameters may have either a comma or a space as a separator, numeric values can be entered in hex preceded by a hash or an ampersand and string (without spaces) may be entered without quotes (provided the first character is not a numeric, hash or ampersand).

Eg.
```
10 REM basic program
20 PRINT "Enter bar commands:"
30 ¦CLI    : REM user terminates with a blank line
40 PRINT"Continuing"
```

With the string parameter, the string should hold a valid bar command (including its parameters). The bar command will be executed once (returns to Basic).

Eg.
```
10 a$="DIR"
20 INPUT b$
30 c$=a$ + b$
40 ¦CLI,@c$
```

Used with a program it allows the user to examine a disk, delete files, etc.

See Also: ¦HELP

****

HELP

NAME HELP - Give help on ROMS.

SYNOPSIS
```
¦HELP
¦HELP,rom_number
```

DESCRIPTION

¦HELP alone will list all ROMs in sockets 0-15 with their numbers.

When used with a ROM number it will list all the bar commands for that ROM.

Eg. ¦HELP,1 will list all bar commands on ROM 1.

See Also: ¦ROMS, ¦ZAP

PEEK POKE

NAME PEEK - Peeks a byte from memory.
POKE - Pokes a byte into memory.

SYNOPSIS |PEEK,bank,address,@integer_variable
|POKE,bank,address,integer

DESCRIPTION

PEEK peeks the contents of the memory location given by 'address' and 'bank', and places it in the 'integer variable'.
POKE pokes the value of 'integer' into the memory location given by 'address' and 'bank'. The address in both commands is the address within the bank (0000 - 3FFF).
Useful only for the 6128 or for 464/664 with extra memory.

****

POINT

NAME POINT - move file pointer

SYNOPSIS |POINT,position_number
|POINT,number,@integer_variable

DESCRIPTION

Moves the current read position in a file.
If "|POINT,1,@a%" is used, a% will return the current place in the file - can be used after |POINT,65535 to get the length of a file.

```
Eg. 10 OPENIN 'datafile"
    20 |POINT,20
    30 a%=0:|BGET,@a%
    40 PRINT "The 20th byte of the file is ";a%
```

If the position number is past the end of the file, the read/write position will move to the file end. This can be used to move to the end of a file - and by using |RANDOM add extra things to it.

```
Eg. 10 OPENIN 'datafile'
    20 |POINT,65535: REM **past the end of the file**
    30 |RANDOM
    40 PRINT£9,"add this data"
    50 CLOSEIN
```

See Also: |RANDOM, |BGET, |BPUT

PRINT

NAME PRINT - Screen output redirection.

SYNOPSIS |PRINT,flags
|PRINT

DESCRIPTION

Sets normal screen output according to the sum of these flags:

1 - screen output to current open file.
2 - screen output to printer.
4 - screen echo disabled.

These values can be added together in any combination.

Eg. |PRINT,2
CAT gives a hard copy of the files on the disk or tape.

|PRINT on its own is the equivalent of |PRINT,0 i.e. it resets screen output to its normal state.

See Also: |PRBUFF, |TDUMP, |SPOOL

****

PRBUFF

NAME PRBUFF - Sets up a printer buffer.

SYNOPSIS |PRBUFF
|PRBUFF,bank
|PRBUFF,start,end
|PRBUFF,start,end,bank

DESCRIPTION

This command sets up a printer buffer which allows printing without holding up the computer. A listing can be sent to the printer, then while it is being printed you can work on something else.

|PRBUFF on its own creates a default printer buffer which is 16K (one 16K bank).
NOTE: If formatting a silicon disc, PRBUFF should be done first, otherwise the silicon disc will take all the RAM.

With one integer 'bank', it is taken as the memory bank number to be used as the print buffer (16K).
With two integers 'start' and 'end', these are taken as the start and end addresses of the printer buffer in normal RAM (464/664 use).
With three integer 'start','end' and 'bank', the addresses given by 'start' and 'end' are taken to be addresses within the given bank.

```
Eg.  10 MEMORY 33000
     20 |PRBUFF,33000,40000
```

See Also: |PRINT, |TDUMP

RANDOM

NAME RANDOM - declare a random access file

SYNOPSIS !RANDOM

DESCRIPTION

Opens a currently open INPUT file for writing.

Eg.
```
10 OPENIN "datafile"
20 !RANDOM
30 INPUT "record number ";rec%
40 !POINT,rec%*7
50 INPUT£9,d$:PRINT "old data ";d$
60 INPUT "new data";n$
70 IF LEN(n$)>5 THEN 60
80 IF LEN(n$)<5 THEN n$=n$+" ":GOTO 80
90 !POINT,rec%*7
100 PRINT£9,n$
110 GOTO 30
```

Will allow changes in the middle of a file made up of 5 letter strings of characters (total length of 7 incl. CR and LF).

See Also: !POINT, BGET, !BPUT

****

ROMS

NAME ROMS - ROM priority.

SYNOPSIS !ROMS,rom_number [,rom_number]...
!ROMS

DESCRIPTION

This command "Turns On" the given ROMS. The normal ROM priorities are overridden by the ordering given in the list of ROM numbers. Any ROMS in sockets that are not in the given list are unavailable (turned off).

!ROMS on its own disables all ROMS except CPM ROM (if in socket 7).

NOTE: !ROMS restarts the current language and any program will be lost.

See Also: !ZAP, !HELP

SPOOL

NAME SPOOL

SYNOPSIS |SPOOL,"filename"
|SPOOL

DESCRIPTION
With a filename, |SPOOL opens a file with that name (for output) and sets the screen output to printer (equivalent of |PRINT,2). Further screen output will be copied into the file.

|SPOOL on its own will close the file and reset the screen output.

Note: DIR and CAT close the output file and therefore SPOOL will NOT work with them. Use |LS instead.

See Also: |PRINT

****

TDUMP

NAME TDUMP - Text dump of screen to printer.

SYNOPSIS |TDUMP

DESCRIPTION
Sends a straight text dump of the screen to the printer. Non characters on screen are treated as spaces.

See Also: |PRBUFF, |SPOOL

****

ZAP

NAME ZAP - Disables ROMs

SYNOPSIS |ZAP,rom_number [,rom_number]..
|ZAP

DESCRIPTION
This disables the ROMs in the given list. All other ROMs are enabled in normal priority order.

|ZAP on its own disables all ROMS.

NOTE: |ZAP restarts the current language.

See Also: |ROMS, |HELP

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****

APPENDIX A

Physical Drive Numbers

0	: Normal drive A
1	: Normal second drive
5	: Normal drive B (side 2)
8	: Silicon Disc
9 - 250	: Extra external drives
251 - 254	: Reserved for Hard Disc
255	: No drive

****

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